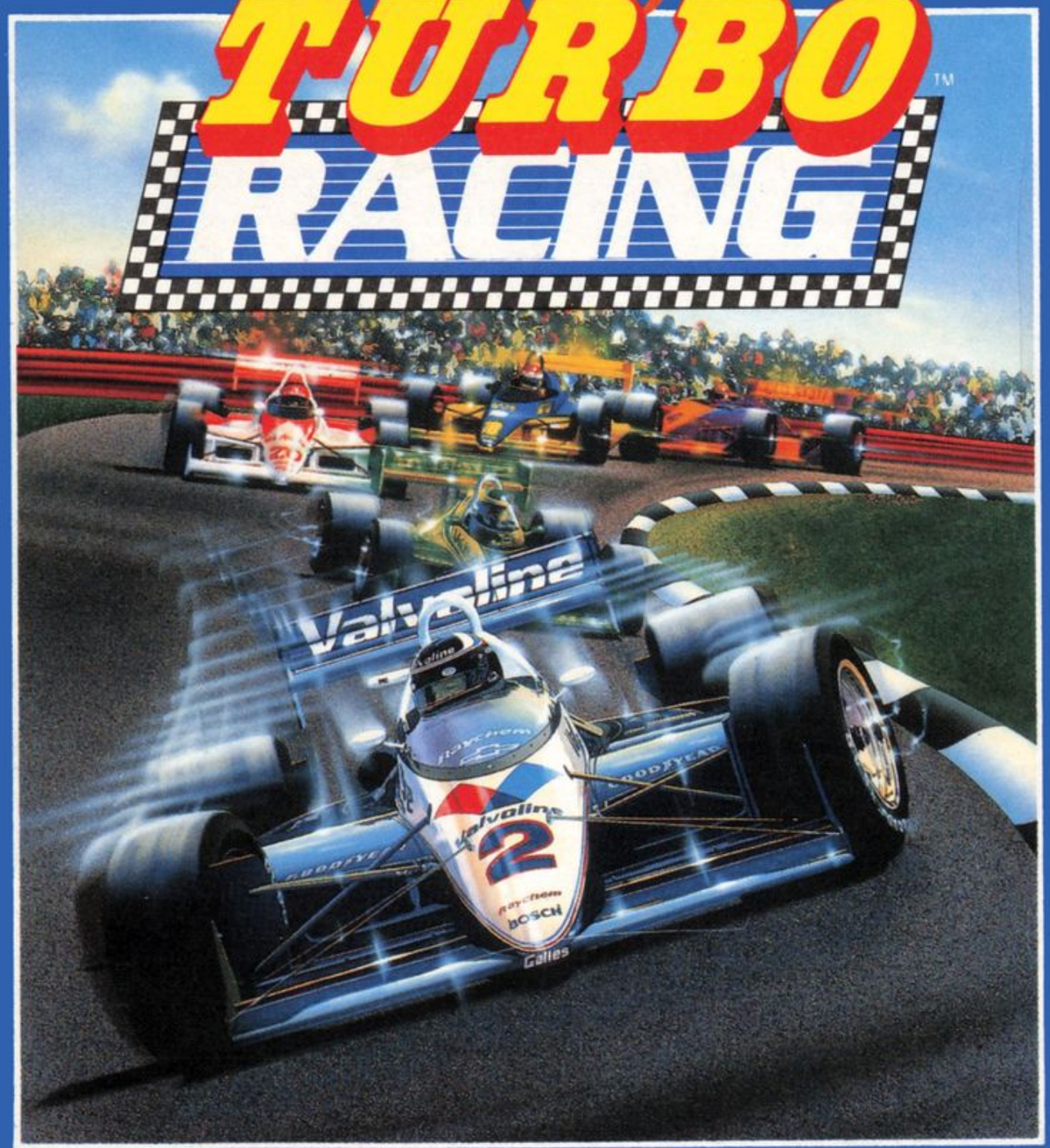
Al Unser Jr. TURBO™ RACING



NES-FH-USA

INSTRUCTION MANUAL

DATA EAST

Please read this instruction booklet to ensure proper handling of your new game and then save the booklet for future reference.

PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT SYSTEM®

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Official Nintendo Seal of Quality ™

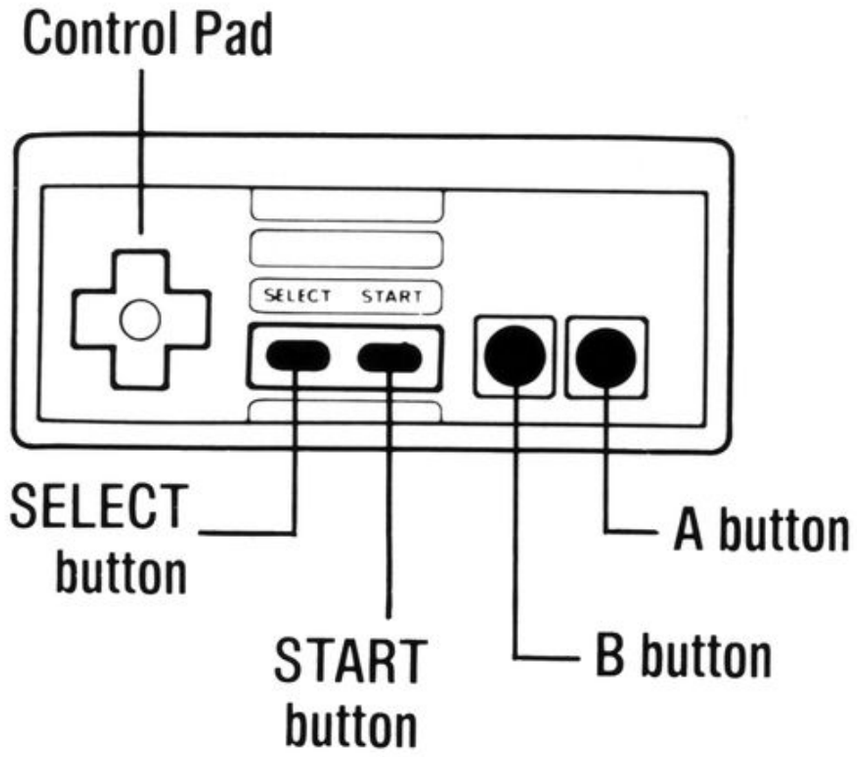
This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

Pure turbo racing—wheel to wheel—high speed combined with high tech. With *Al Unser Jr.'s Turbo Racing* you're competing in the most challenging racing circuit in the world. It's a grueling battle through sixteen different courses through sixteen different countries.

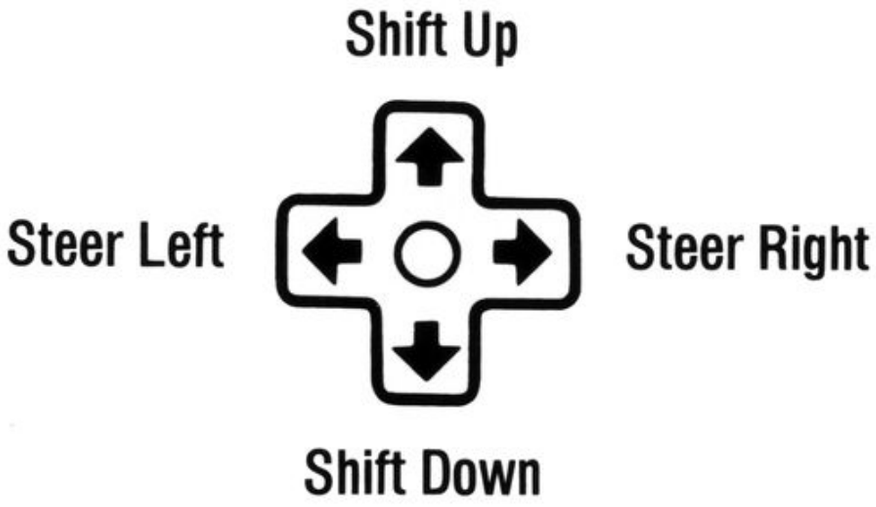
Al Unser's Turbo Racing gives you incredible racing excitement and realism. And best of all it gives you Al Unser Jr. himself. Before each race, Al Unser Jr. personally gives you his expert inside tips on how to handle the course. Design your own car, or get ready to drive Unser's incredible red, white and blue race machine.

Go ahead—test yourself against the world's best. Many try but few succeed. With Al Unser Jr. the odds are in your favor.

NAMES OF CONTROLLER PARTS



Your race car is controlled as follows:



OPERATING INSTRUCTIONS

Your race car is controlled as follows:

A BUTTON: The Accelerator

B BUTTON: The Brake

START BUTTON: To BEGIN or PAUSE the game

The LEFT and RIGHT arrow keys steer your car left or right. The UP and DOWN keys shift the gears up or down. Hit the UP arrow to shift up and the DOWN arrow to downshift. You have three gears plus TURBO.

For ***TURBO,*** hold down the UP arrow while holding down the A BUTTON. You will only stay in turbo as long as you hold the UP arrow. When you release it you automatically go back into the third gear.

THE GAME SETUPS

Press the START button to begin the game. This will take you to the first setup screen.

You now can choose between:

Time Trial Mode A
Time Trial Mode B
World Grand Prix Series

In ***Time Trial Mode A,*** you race against other cars in practice mode.

In ***Time Trial Mode B,*** you take practice laps on the course alone.

In the ***World Grand Prix Series,*** you race against some of the world's hottest drivers on 16 championship tracks around the world.

Use the UP and DOWN arrows to select the mode you want, then press the A BUTTON or START BUTTON to move to the next screen.

FOR TIME TRIAL (PRACTICE) MODES

Use the arrows to select the number of players (you can record the times of up to 4 players), the number of laps you wish to race (one to eight laps), and the track on which you wish to race.

You race on 16 different tracks around the world. Each country's race track is different and is modeled after the most famous race track in that country. When you're racing in a practice mode, you can choose to race on any track you want. When you race in the World Grand Prix Series, you will need to race the 16 tracks in order. The different tracks are:

Brazil
Australia
Mexico
Italy
France
U.S.A.
Spain
W. Germany
Monaco
Australia
England
Hungary
Canada
Belgium
Greece
Japan

To choose your circuit: Use the UP and DOWN arrows to select the CIRCUIT option on the screen. Then use the LEFT and RIGHT arrows to select the country you want to race in. Now hit the START or A BUTTON to advance to the next screen.

HOW TO CUSTOMIZE YOUR CAR

The next screen shows an illustration of the course you've chosen. You can customize your car for each course and thereby increase your ability to make those other guys eat your dust. Is it a course with many hairpin turns? Does it have long straightaways where you can really let it fly? How you answer these and other questions will determine how you customize your car. You can assign points for the six settings listed below. The more points you give a certain characteristic, the better your car performs in that category. You must distribute points among these categories:

SPD (Speed): Your maximum top speed.
ACC (Acceleration): How quickly you get to top speed.
DUR (Durability): Your car's ability to withstand hitting other cars or spinning out off the road.
SUS (Suspension): Your ability to corner well. No matter how fast you are, if you can't turn corners well, you will lose time and possibly run off the track.
PIT (Pit Crew Speed): Your pit crew must be fast refueling and making repairs. Otherwise you lose precious seconds off your time.
TRB (Turbo): If your Turbo is working well, you can get up to 40 mph more speed over your maximum speed.

Use the UP and DOWN arrows to select a category and the LEFT and RIGHT arrows to add or delete points.

Hit the START or A Button to move to the next screen.

BACKGROUND MUSIC

Use the Arrows to choose the Background Music (BGM). You can pick between four different soundtracks, or NON if you want no music (racing sounds only).

Now hit the START Button to begin your race.

FOR THE WORLD GRAND PRIX SERIES

In addition to the setup screens above, when you race in the ***World Grand Prix,*** you also have these initial setups:

Select the Player's Name. You can be Al Unser Jr. and take a car that's ready to rock 'n' roll just like Al's, or you can enter another name by selecting the New Name option on the screen. If you want to work your way up the ranks, put in your own name. That will give you 20 points to spread over the 6 customized areas just described (see SETTING below). Use the UP and DOWN arrow keys to select each letter, then the RIGHT arrow to advance to the next letter. Now choose the Start Game option and press the START button to advance to the next screen.

SELECT YOUR CAR COLORS.

Make your car a two-tone beauty. Use the UP and DOWN arrows to scroll through the colors available for the outside car body. When you've decided, press the RIGHT arrow button and scroll through the inside car body colors. When you're ready, press the A Button, then press the START button to advance.

Now select the following:

ADVICE/SETTINGS
PRACTICE
QUALIFY

A. ADVICE SETTINGS.

1. ADVICE. When you select this option, you get Al Unser Jr.'s expert advice on the particular course you're racing. Each track is different and Al Jr. gives you the pro's view of what to do. He'll give you that edge you need to compete with the elite in the Grand Prix.

2. SETTINGS. This is where you customize your car for each Grand Prix race. You set your car's settings for Speed, Acceleration, Durability, Suspension, Pit Crew Speed and Turbo. If you have chosen to be Al Unser Jr., your car will be maxxed out. This means your car will have the maximum 10 status points for each setting, with a total of 60. If you race under any other name, you will begin with a total of 20 status points spread out over the 6 categories. Different combinations will give you a different performance vehicle. Think it through, so your settings will perform best on the particular course you're on. As you advance through the different courses, you will be awarded points if you finish in the top 6. Not only will these points be added to your World Grand Prix circuit standings, but these extra points will also be added to your 20 status points, so you can make your car an even better performer in the next race.

Press the A Button to return to the options screen. Now select either Practice or Qualifying.

B. PRACTICE.

Select PRACTICE to run as many practice laps as you want (up to 99 laps). To choose the number of laps you wish to race, scroll up or down using the arrow keys until you reach the number of laps you want to race, then press the A Button.

Press START to begin practice laps.

To discontinue practice laps, stop your car and hit the SELECT button.

C. QUALIFY.

If you don't need any practice and are ready to race, choose QUALIFY. Qualifying is a one lap run alone on the track. Your time for this lap determines your position for the start of the actual race. If you have the best qualifying time, you will start out in front in the coveted pole position. If you have the 12th best qualifying time, you will begin the race in 12th place. Obviously, it's to your advantage to race a great qualifying lap!

After you have established your position, you can adjust your settings one more time, or you can choose to begin the race.

When you choose to race, you will be shown the top qualifiers. Use the A Button to scroll through the top entrants. You will see the different cars and their qualifying times.

Push the Start Button to begin the race. Each race will be between 6 to 11 laps, depending on the course.

THE RACE IN ON!

While you're racing, the screen instrument panel shows: Your speed, the gear you're in (including Turbo), how much Turbo power you have left and your laptime. The message box at the bottom of the instrument panel will tell you what place you're in and the number of laps to go to the finish line. This message box also tells you when to REFUEL or if you need a repair.

The REFUEL message flashes on the screen when you don't have much fuel left. Once your fuel supply gets too low, you are unable to engage the Turbo. Third gear is then the best you can do. If you continue driving without refueling, eventually you will have to retire from the race.

PIT STOPS

The Pit Crew. The guys in the Pit. They're the unsung heroes of racing. They keep your monster machine purring so all you have to do is drive. You don't stand a chance without them.

During the grueling race finals, you will be facing fierce competition lap after lap. You'll definitely need refueling and the chances are you'll need quick repairs to your damaged car from spin-outs or crashes with other cars. But you shouldn't wait until you're out of fuel or blow a tire to make a Pit Stop. By then it may be too late.

HOW TO MAKE A PIT STOP

At the end of every lap you will come to the PIT AREA. Before you get to the PIT, you will see a series of "P" markers on the side of the road. After the last "P" sign, you must steer your car off the course to the right and into the PIT LANE.

Once inside the PIT, use the UP and DOWN Arrows to highlight what you want to do. You can choose the "REFUEL" option, the "REPAIR" option, or both. To check REFUEL push the A Button once. To repair, push the A Button twice. If you need to do both, push the A Button 3 times. Remember, the more you do to your car, the more time your pit crew will take, and that will be added to your overall time in the race.

You can also choose the "CURRENT POSITION" option in the PIT. This will tell you what your current ranking is.

After highlighting what you want to do in the PITS, press the UP Arrow to the "PIT OUT" option and press the A BUTTON. You will then see the PIT CREW do their jobs. The amount of time it takes is added to your race time. When they're done, you're back in the race.

Do not select the QUIT option unless you want to withdraw from the race completely and quit the game.

AFTER THE FINISH LINE: SCORING

At the end of the race, you'll be shown your final position, and the top 6 finishers will receive status points. These points count toward the circuit championship, which is decided after you have raced on all 16 courses. These points are also added to the 20 points you start with for your car's settings. The increased points means you will have a better car for the next race. So the more you win, the better your race car becomes. For example, if you received four points from the first race, you will have 24 points to distribute for the second race. The more points you get, the more you can "max out" your car in the areas of Speed, Acceleration, Durability, Suspension, Pit Crew Speed and Turbo.

You receive points as a top finisher as follows:

First Place	9 Points
Second Place	6 Points
Third Place	4 Points
Fourth Place	3 Points
Fifth Place	2 Points
Sixth Place	1 Point

HINTS AND TIPS

Know the layout for every course. If you know what lies ahead, you won't be in for any nasty surprises. The best place to begin is to get Al Unser Jr.'s advice before every race. He's the best in the world, so why not listen to him?

Customize your car carefully. If the course has hairpin curves after S-curves, you won't need Turbo power as much as you'll need a great suspension. If you've got good stretches of straight road, you'll want to go with all the speed and Turbo you can muster. If you're the kind of driver who gets in a lot of crashes, you'll need a durable car and a lightning-quick pit crew.

SAVE GAME FEATURES:

To save your game you must have first entered your name at the beginning of the game, or have chosen to be Al Unser Jr. If you quit the game your score will be saved up through the last race you completed. When you are ready to resume the game, select the same name and the circuit will resume at the beginning of the last race you ran. Or, you can start the circuit over by entering a new name.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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